

# premio ARCHIMEDE

dedicato ad Alex Randolph

XV edition  
2018



The best showcase  
for your  
"games in the drawer"

PREMIO ARCHIMEDE 2018, organized by studiogiocchi, concerns the invention of unpublished boardgames. The Prize, dedicated to the great **Alex Randolph**, who was its president during the first seven editions, made the wishes of more than 30 authors come true thanks to the publication of their games.

Everybody can participate (single or group), there are no age nor nationality limits.

The Competition is patronised by the **City of Venice** and is part of a series of cultural events dedicated to games, also as prevention against gambling disorder.

The Prize is recognized by **SAZ (Spiele-Autoren-Zunft)**, the international association of board-game designers, which reunites more than 400 members from 19 different countries.



The final ceremony will take place in **Sala San Leonardo**, in Venice, on **September 29th, 2018**.

In this occasion there will be an exhibition of the games in the final.

The **Musée Suisse du Jeu** will organize an exhibition of the winning games.

The Prize is also recognized by **PlayRes**, by **UISP** (Unione Italiana Sport per Tutti) and by **GioNa** (Associazione Nazionale delle Città in Gioco) for its social and cultural value, and its capacity of aggregation and inclusion; it is in fact a ludic and recreational activity that promotes the right of playing for any person and for any age.

Thanks to the support of the participating publishers (as for now, we have the confirmed participation of **999 games, Amigo, Asmodee, Cartamundi, Cranio Creations, Giochi Uniti, Hans im Glück, Huch! & friends, Kosmos, Oliphante, Pegasus, Piatnik, Queen, Ravensburger,**

**ThunderGryph** while others are still perfecting their adhesion), winners will be given an advance of 3500 euros on their games' future royalties.

Besides the Archimede Prize, the jury will assign the Special Recognition **Sebastiano Izzo** and many other category-bound awards, such as:

- **Cartamundi Special Trophy** for the best card game. Thanks to the support from Cartamundi, an advance of 500 euros will be given on the best card game's future royalties.



- **IDG Special Trophy** (Inventori Di Giochi) for the best game entirely created by an author who never published a game before. In case of a prototype with more than one author, all of them must be never published authors. The winner will have the right to a free table during one of the next IdeaG events.



- **AIG Special Trophy** (Autori In Gioco) for the game with the most innovative mechanics. The winner will have the right to a free table during one of the next AIG events.



- **Trofeo Speciale Scienza in Gioco**, for the best science-themed game, with divulgative and educational aspects, assigned by the Photonic and Nanotechnology Institute of the Consiglio Nazionale delle Ricerche (IFN - CNR).



Moreover IFN-CNR will organize the second edition of Fotonica in Gioco. The competition is dedicated to all students from Italian secondary and high schools and focuses on the production of an original game with didactic or divulgative aspects ([www.fotonicaingiochi.it](http://www.fotonicaingiochi.it)). The final ceremony will take place during the finals of Premio Archimede and will host the classes that produced the best three projects.



CITTA' DI VENEZIA

PLAYRES



musée suisse du jeu  
schweizerisches spielmuseum  
swiss museum of games



To **participate** send your prototype within **31/05/2018** to:

PREMIO ARCHIMEDE 2018

c/o studiogiocchi

San Polo 3083 - 30125 VENEZIA

Each prototype - must be attached with the participation form, signed and compiled. In addition to that, authors are required to pay a participation fee of 30 € for each game registered during 2017 or 35 € for each game registered during 2018, in these two possible ways:

1) paypal to info@studiogiocchi.com.

2) bank transfer (IBAN DE09 3605 0105 0003 7001 84 BIC SPESDE3E).

**SAZ** members and participants of **IdeaG** and **AIG** events may ask to their associations a voucher to get a discount of 5 €.



Besides sending the physical prototype, authors must send a **photo** of the prototype and the **rules** in PDF format, by mailing to **info@studiogiocchi.com**

Eventual custom fees have to be refunded by authors, otherwise the game won't be registered. studiogiocchi will have the right of first refusal on the finalist games (see the participation form).

There will be a participation certificate for each admitted game, to witness and certify the presentation of the game in that particular date.

All the games will need the requirements below. Without these

requirements, they won't be admitted to the final:

### The game

- Has to be original and unpublished.
- Can't last roughly more than 90 minutes.

### The prototype

- All game components, including the game board, must be inside a rigid cardboard box. The box should be easy to open and close. It should be easy to transport: it is better to avoid too big or too heavy boxes (the ideal measures of a boardgame box are 40x30x10 cm).
- It should be functional: the jury has to be able to play it with ease. Pawns must stand well, spaces must be big enough, cards not too thin, colours easy to identify, and so on.
- The game should not depend on its language. If text is necessary it is recommended to use english, so that the jury is able to play it independently.
- It's not necessary for the game to be final-quality, the graphic aspect is subordinate to the game's functionality.
- Game pieces have to be wrapped separately in order to make it easy to get ready for the game.
- The organization is not responsible for any loss or damage of the prototype during the event. Authors will be able to get back their prototypes at the end of the final ceremony; all non-collected prototypes won't be sent back (unless

specific arrangements are taken with our information office, within a month after the final, shipment paid by the authors). The finalist prototypes and those awarded by special prizes **won't be given back**.

- On the box and on the rules there must be the name of the game, the number of players, the name and surname of any author, their full address, telephone number, and e-mail address.

### The rules

- have to be written in the author's mother tongue, and translated into English (the translation is optional for Italian authors).
- can't exceed roughly 10.000 characters.
- must be clear to understand and complete (number of players, contents, aim of the game, etc..). It is advisable to use examples and figures. Before you send the game, let it be played by testers who learn the game **ONLY** by reading the rules (with no extra explanations). If the jury won't be able to understand the rules, they won't be able to test it or they will play it the wrong way. This way they won't be able to judge the game correctly.

**www.spielmaterial.de** offers a **20% discount to any author participating in the Premio Archimede**. Take this chance to realize your prototype in a professional way. Please contact the Premio Archimede info office to receive the discount code

## Published games

The Premio Archimede, has demonstrated throughout the years to be an outstanding showcase. Many games have already found a publisher:

**Al Fischmarkt** by Mario Papini, ed. Clementoni, **Algoritmo** by G.Dotta, ed. Qualitygame, **Andrew's cage** by Andrea Mainini, ed. da Recent Toys International (Tunnelz), **Aquileia** by Pier Volontè, ed. Zoch e 999 games, **Bisanzio** by Alessandro Saragosa, ed. 999 games (Justinianus), **Builders of Egypt** by Phil Harding, ed. Kosmos (Imhotep) (nominated for SdJ 2016), **Cacao** by Phil Harding, ed. Abacus Spiele, **Castles** by Marco Pozzi, ed. Heidelberger Verlag, **C'era una volta** by Francesco Lutrario, ed. Carte Segrete, **Clavigola** by Mitidieri/Sciacqua (its mechanics are the base for Gho, gho Ghosty ed. Piatnik), **Collection** by Luisa & Francesco Cognetti, - ed. Dal Negro + ed. Piatnik (Minestro-ne), **Crazy race** by Antonio Scrittore, ed. Zoch e 999 games (Kalimambo), **Criminal mouse** designed by the convicts of the prison of San Vittore, ed. Faro, **Cromodrom** by Giuseppe Bonfiglio, ed. Piatnik (Farb Flitzer), **Drop Site**, by Dennis Hoyle, ed. Gordion games, **Egizia** by Virginio Gigli, ed. Hans im Glück, **Fairy Power** by Antonino Calogero, ed. Lanza del Vasto, **Feudo** by Mario Papini, ed. Zugames, **Forma o colore?** by Francesco Rotta, ed. Hiku Spiele + ed. Faro (Oxxo), **Gnomoni** by Duilio Carpitella, ed. Piatnik (San Gimignano) - nominated for SdJ 2002, **I vichinghi** by Alessandro Zucchini,

ed. Amigo (Walhalla), **Konos** by G.Grieco, A.Grieco, N. Roc-casalva, ed. GE.MI, **Kupido** by Giovanni Caron, ed. Quality-game, **Major Tom** by Roland & Tobias Goslar, ed. Kronberger Spiele (Tom Tube), **Marco Polo** by S.Luciani & D.Tascini, ed. Hans im Glück (winner of DsP 2015), **Moria** by Alessandro Saragosa, ed. Clementoni (König Solomons Schatzkammer), **Nuraghe** by S. Luciani, ed. Cranio (Sheepland), **Old Town** by Stephan Riedel, ed. Clicker Spiele, **Portobello Road** by Simone Luciani, ed. Piatnik (Frutti di mare), **Quebec** by Pietro Vozzolo, ed. Huch (Campos), **Ready to rock** by T. Bonetti, self-published, **Sopravvento** (2000) by Alberto Zaccagni, ed. **Sopravvento**, **Spin & Trap** by Andrea Mainini, ed. Gold Sieber + ed. Recent Toys, **Star System** by Walter Obert, ed. Scribabs, **Strada romana** by Walter Obert, ed. Ghenos, **Terranova** by Gaetano Evola & Rosanna Leocata, ed. Winning Moves, **The muddle maze** by Enrico Pesce & Federica Rinaldi, ed. Scribabs/Post scriptum (Sator Arepo Tenet Opera Rotas), **Trigos** by Paolo Gasperat, ed. Arg Design, **Trikube** by Luca Borsa, ed. Ravensburger (Verbindung gesucht), **Ur** by Paolo Mori, ed. What's your game, **Verba game** by Giuliano Parenti & Torquato Lo Mele, ed. Dal Negro, **Who sleep don't fish** by D. Rigolone ed. Piatnik (Espresso fishing). 5 further games are on the way of being published: **Messti**, **On-a-roll**, **Word up**, **Santa's workshop** and **Tricky days**, but we are counting on signing more contracts very soon.

## The jury, the criteria and procedures for the selection of the games

There will be two separate juries.

During the first part of the competition only the **selection jury** will be working. At the moment, the jury is composed by:

- **Leo Colovini (president)**

- Giuseppe Baggio
- Mauro Gaffo
- Dario Zaccariotto
- Umberto Rosin
- Alessandro Zucchini
- Federico Colovini

The selection jury will carefully study all game rules, dividing them among its members.

- During the jury meetings each member explains to the others the rules he read. Each game will be played by at least two of the selection jury members. If during playing the game is judged as not appropriate, its playing can be interrupted before the end of the game.
- The jury will evaluate each game on the basis of the following criteria (ordered by importance):
  - Originality of the game's mechanics.
  - Playability, balance and functionality of the mechanics.
  - Amusement.
  - Publishing potential, which is the possibility that the game will be taken into consideration by any publisher.
  - Theme coherence.
  - Quality of the prototype.
- Roughly a month before the final ceremony, the jury will reveal a Grossa-lista, which is the list of the games considered to be worth the exposition (more or less 50% of the registered games).
- Finally, the jury will select a Fina-lista (composed of around 15/20 titles), which will be presented to the final jury.

The **final jury** is composed at the moment by:

- **Dario De Toffoli (president)**

- Gonzalo Aguirre Bisi (ThunderGryph games, Spain)
- Michael Bruinsma (999 games, Netherlands)
- Bernd & Moritz Brunnhofer (Hans im Glück, Germany)
- Pino De Carolis (Giochi Uniti, Italy)
- Cyril Demaegd (Asmodée, France)
- Silvio De Pecher (Tana dei Goblin, Italy)
- Ulrich Fonrobert (Queen Games, Germany)
- Hermann Hutter (Huch! & friends, Germany)
- Simone Luciani (Cranio creations, Italy)
- Uwe Molter (Amigo, Germany)
- Klaus Ottmaier (Pegasus, Germany)
- Barbara Schmidts (Kosmos, Germany)
- Philipp Sprick (Ravensburger, Germany)
- Dieter Strehl (Piatnik, Austria)



One week before the day of the final ceremony, each juror will play each finalist game, secretly noting his impressions and selecting his 7 favourite games. During the final, live, in front of the audience, each juror will secretly give 7 points to his favourite game, 6 to the second, and so on. Votes will be immediately counted and the final ranking of each game will depend exclusively on the amount of points received.

The selection jury will also choose the best card games, indifferently if they are or not among the finalists. These games will be judged separately by the final jury, with the help of **Ileana Xodo** from Cartamundi Italia and **Luc Mertens**, expert in card games. All members will award 3 points to their favourite, 2 to the second and 1 to the third. The winner will be awarded the Cartamundi Special Trophy.

Both juries will enjoy the help and suggestions of S. Scaramuzza, F. Berger, F. Bortolato, G. Franceschini, G. Marchesin, E. Marzorati, R. Nardo and of selected playtesters.



## Participation form

to be completely filled in and signed for each participating game

### PART 1 PERSONAL DATA OF THE PARTECIPANT

name	
surname	
address	
Zip code	city/country
e-mail address	
telephone number	
tax code (alphanumerical code for personal identification)	
place and date of birth	
names of the authors:	
.....	
.....	

### PART 2: DATA OF THE GAME

title
number of players
age
duration

### PART 3: RIGHTS OF FIRST REFUSAL

Hereby I declare to be the exclusive owner of the rights of the game described in PART 2 of this form, representing all the authors indicated in PART 1.

Moreover I give to studiogiochi sas, di Dario De Toffoli, Leo Colovini, Dario Zaccariotto & c. Sas with head office in Venice, San Polo 3083, VAT IT 02925110278, from now on named "Agent", the right of first refusal on the game, in case it accesses to the final of the prize with expiry date December 31 2021. In case studiogiochi, within 2021, would stipulate one or more publishing contract, the option would transform into a real agency contract, valid until December 31 2026. The contract is comprehensive of possible future expansions of the game.

The option implies the following:

- The Agent will try to its best to find publishers for the game. Within the expiry date the Agent will have the right to sign publishing contracts in the name of and for the author.
- In case of stipulation of one or more contracts, the Agent will pay the author 50% of the resulting pre-tax royalties.
- Until the expiry date the author can't stipulate license contracts without the Agent.
- After the expiry date the right of first refusal will automatically be renovated every year, unless there is a retraction from one or the other side, at least 6 (six) months before the original or renovated expiry. The contracts eventually stipulated by the Agent before the original or renovated expiry date of the right of first refusal will remain valid until their own expiry date.

### PART 4: ACCEPTANCE AND SIGNATURE

I accept and sign all the conditions of this participation form including what is written in PART 3 about the rights of first refusal.

Signature of the author

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## Previous awards winners

2016 Venezia, Sala San Leonardo	
Premio Archimede	<b>Tergeste</b> by Eric Orel
2nd place	<b>Monster evolution</b> by Guido Albini
3rd place	<b>Heinrich IV</b> by Christian Scheibner
4th place	<b>Alter Ego</b> by Maurizio Turinetto
5th ANCIENTS by Luca Chiapponi, IL BAZAR DI TABRIZ by Gabriele Bubola, and SANTA'S WORKSHOP by Gabriele Ausiello 8th PATTAYA by Richard De Rijk and SOUVENIR by Luca Chiapponi 10th IMPRESSIONISTI - EN PLEIN AIR by Walter Nuccio 11th ARLECCHINO by Davide Zago and TRICKY DAYS by Andrea Mezzotero, 13th INN by Cielodoro 14th SAIL by Antonio Scrittore 15th THRILLING RIDES by Walter Nuccio and Enrico Feresin	
<i>Special Prize Cartamundi</i> to the best card game: <b>Monster evolution</b> by Guido Albini <i>Special Prize Sebastiano Izzo:</i> <b>WuXing</b> by Pietro Gorini <i>Special Prize IdG:</i> <b>Tergeste</b> by Eric Orel <i>Special Prize Scienza in gioco:</i> <b>Meteo</b> by Riccardo Guerra <i>Special Prize Fotonica:</i> <b>Marama</b> by the class 3B of Liceo Scientifico L.Da Vinci in Jesi	

2014 Venezia, Sala San Leonardo	
Premio Archimede	<b>Nea Polis</b> by Ciro Faccioli and Sara Rubino
2nd place	<b>Approdo del Re</b> by David Zanotto
3rd place	<b>Borgogna</b> by David Zanotto
4th place	<b>Les Halles</b> by Enrico Feresin
5th LA ZATTERA DEL TESORO by Guido Albini, 6th CARDO MAXIMUS by Emanuele Ornella, 7th ISOLA TAKUKI by Nestore Mangone and RUS IN URBE by Marco Franchin, 9th MESSTI by Peter Verhaeghe and SOCCORSO ALPINO by Antonio Scrittore, 11th GHOST TOWN by Alessandro Dentis, 12th ALIEN CORPORATE INVADERS by Mauro Vanetti and TORNEO by Cielodoro 14th KHEFREN by Francesco and Laura Frittelli, and RECYCLE INC by Marco Pozzi and Laura Nicolini	
<i>Special Prize Cartamundi</i> to the best card game: <b>Rus in Urbe</b> by Marco Franchin <i>Special Prize Sebastiano Izzo:</i> <b>Approdo del Re</b> by David Zanotto <i>Special Prize IdG:</i> <b>Nea Polis</b> by Faccioli+Rubino Special Prize for the most professional prototype: <b>Apollo 11</b> by Nicola Montagner and <b>Jules Verne prophecy</b> by Maurizio Turinetto Special Prize Pen&Paper Game: <b>Line2Dots</b> by Chong Veng Cheang (Cina).	

2012 Venezia, Istituto Guggenheim	<b>Marco Polo</b> by Simone Luciani and Daniele Tascini
2010 Venezia, Aula Magna dello IUAV	<b>Aquileia</b> by Pier Volontè
2008 Venezia, Aula Magna dello IUAV	<b>Lorenzo il magnifico</b> by Paolo Mori
2006 Venezia, Terese, IUAV fac. design ed arti	<b>Clavigola</b> by QMAM
2004 Venezia, Aula Magna dello IUAV	<b>Terranova</b> by Gaetano Evola and Rosanna Leocata
2002 Venezia, Ca' Vendramin Calergi	<b>Magma</b> by Carlo A. Rossi
2000 Cagli, 8° Festival dei giochi	(ex-aequo) <b>Bisanzio</b> by Alessandro Saragosa <b>Gnomoni</b> by Duilio Carpitella
1998 Cagli, 6° Festival dei giochi	<b>Giano</b> by Furio Ferri
1996 Marina di Carrara, Libriamo&Giochiamo	<b>Krakatoa</b> by Walter Obert
1995 Cattolica, Hotel Queen Mary	<b>Svicolando</b> by Claudio Serravalli
1994 Marina di Carrara, Estategiochi '94	<b>Algoritmo</b> by Giacomo Dotta
1993 Gradara, 4° Festival dei giochi	first demonstrative overview